SONY
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INSTRUCTION BOOKLET

SONY
IMAGESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Nintendo

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You're Jack Slater: the greatest movie hero of all time... And you've just been cast in the biggest adventure of your life. It all began when Danny Madigan got a magical movie ticket that somehow blasted him onto the silver screen. Suddenly, this kid's your faithful sidekick, and the two of you are making big-screen history dodging bullets, crashing cars, flying through windows and taking on the bad guys.

But something's gone wrong! Super bad guy, Benedict got hold of Danny's magical ticket and transported himself and his criminal crew into the "real" world. Needless to say, the real world is now in real trouble!

Only you, Jack, can save the day. So come on—work your big-screen magic and give us another one of your patented Hollywood endings!!!

STARTING UP

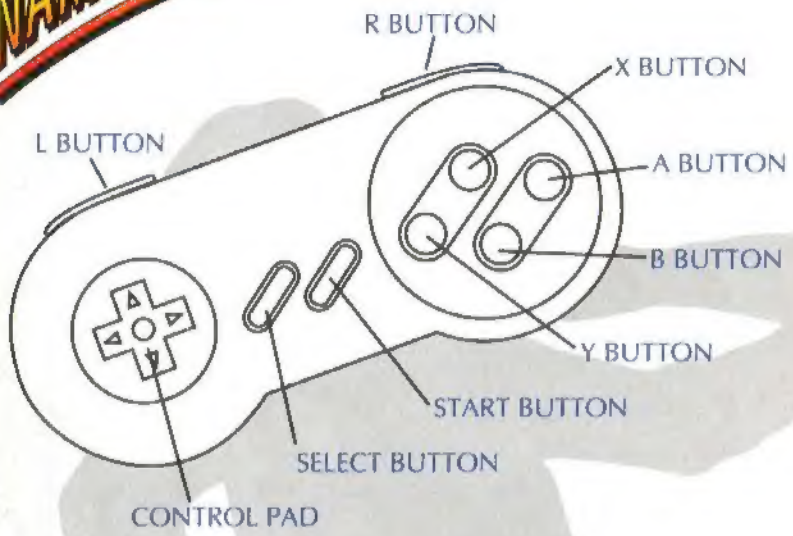
1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Insert the Last Action Hero Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

4. When the Title screen appears, press the START Button to begin play.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:

GAME CONTROLS SUMMARY

TO WALK RIGHT OR LEFT: Press the Control Pad RIGHT or LEFT.

TO JUMP: Press the B Button.

TO PUNCH: Press the Y Button.

TO CROUCH: Press the Control Pad DOWN.

TO KICK: Press the X Button.

TO PAUSE GAME: Press the Start Button.

DRIVING CONTROLS

TO ACCELERATE: Press the Control Pad RIGHT.

TO BRAKE: Press the Control Pad LEFT

TO STEER: Press the Control Pad UP and DOWN.

EMERGENCY STOP: Press the A Button.

MAIN GAME SCREEN

1: LIVES
This shows how many lives you currently have. You begin each game with five lives.

2: SCORE
This records your point total tallied during each level of play.

3: ENERGY
This meters your current energy level.

4: TIME
This displays how much time you have remaining to complete the current level.

MOVIE WORLD TICKET STUBS

To collect a Ticket Stub, jump into it. Movie World Ticket Stubs replenish your life meter.

SCENES

The following is a list of the different Scenes that you must survive as The Last Action Hero.

SCENE 1: ACTION HERO MOVIE

As Slater, your first mission is to clean up what the Hollywood Police cannot. Go fist-to-fist with street punks and villainous vandals, then go to school and bust even more bomb-hurlin' street punks and knife-wielding gang members.

SCENE 2: BONNEVILLE CAR CHASE

Get ready for a wild car chase—motion-picture style. Jump in your Bonneville and drive at breakneck speed in a turbo-charged battle with hard-drivin' thugs. Negotiate barriers, manholes and double-parked cars. Perform superstar stunts like ramp jumping and slipping between semis. And blast more speed demons than any other Big Screen hero.

SCENE 3: LEO'S FUNERAL

Leo's funeral reception has been hi-jinxed. Ride the glass elevators to the roof and watch out for machine-gun wielding Mafioso's...and stay clear of the goon-ridden helicopter. It gets pretty hairy up here.

SCENE 4: THE CAR CHASE

Hop in your car...it's time to play terminator and run down some more hard-drivin' mobsters. Benedict has been seen speeding through the most rotten neighborhoods in the Big Apple. There's no room for stunts here. Keep your eyes on the road and take out this mobster motorcade. Ready...and ACTION!!!

SCENE 5: PREMIERE NIGHT

It's the premiere of your new movie, Jack Slater IV, and everyone's shown up to cheer you on...including Benedict's henchmen. Battle Benedict's henchmen in the Projection Room, the Film Store, even in the Manager's Office. Then prepare for the biggest scene in your action hero career.

SCENE 6: ON THE ROOF WITH THE RIPPER

It's just you, him and a 40-story drop. Use everything you've got to down this slasher. Beware of the Ripper's super leaping attacks. His amazing jumping ability will make you dizzy if you don't keep your wits about you. This guy is beatable. Don't pull your punches.

SCENE 7: THE FINALE

He's back! And he's making his celluloid debut. Just like a bad dream...or sequel, Benedict is now a crazed celluloid incarnation. Take on this big-screen bandit and watch out for his projector-propelled energy beams. Give this one your all and you could be a shoe-in for an award.

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